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An integrated platform for blended learning in engineering education

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Abstract

© 2017 by SCITEPRESS - Science and Technology Publications, Lda. All rights reserved. Educational system under development of technique and emergence of new technologies faces a problem of specialists' competence, who should design, produce, maintain new technique and use advanced technologies. The analysis of applied forms of education shows that blended learning has advantages over traditional learning and e-learning. For its successful implementation the unified informational educational platform that allows developing educational content, managing the learning process and giving the opportunity of virtual communication is required. The introduction of such advanced educational technologies like a virtual and augmented reality, simulation and gamification will enhance quality of specialists' training. The use of real-world experience of leading enterprises of an automobile industry, as well as the student's evaluation system based on the objective parameters are the main advantages of a proposed concept. At this stage, the development of the module of monitoring the learning process is proceeding.

Keywords

Blended learning, E-learning, Simulation, Virtual & augmented reality

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